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Bernardini, F.; Rushmeier, H.; Martin, I.M.; Mittleman, J.; Taubin, G.;
 Computer Graphics and Applications, IEEE ,Volume: 22 , Issue: 1 , Jan.-Feb.

Pages:59 - 67

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2 Cutting and stitching: converting sets of polygons to manifold surfa

Gueziec, A.; Taubin, G.; Lazarus, F.; Horn, B.;
 Visualization and Computer Graphics, IEEE Transactions on ,Volume: 7 , Issu
 2 , April-June 2001

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3 The ball-pivoting algorithm for surface reconstruction

Bernardini, F.; Mittleman, J.; Rushmeier, H.; Silva, C.; Taubin, G.;
 Visualization and Computer Graphics, IEEE Transactions on ,Volume: 5 , Issu
 4 , Oct.-Dec. 1999

Pages:349 - 359

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4 A framework for streaming geometry in VRML

Gueziec, A.; Taubin, G.; Horn, B.; Lazarus, F.;
 Computer Graphics and Applications, IEEE ,Volume: 19 , Issue: 2 , March-Apr
 1999

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5 Geometry coding and VRML

Taubin, G.; Horn, W.P.; Lazarus, F.; Rossignac, J.;
 Proceedings of the IEEE ,Volume: 86 , Issue: 6 , June 1998

Pages:1228 - 1243

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6 Implicit simplicial models for adaptive curve reconstruction

Taubin, G.; Ronfard, R.;

Pattern Analysis and Machine Intelligence, IEEE Transactions on , Volume: 18 , Issue: 3 , March 1996

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[\[Abstract\]](#) [\[PDF Full-Text \(540KB\)\]](#) IEEE JNL

7 Rasterizing algebraic curves and surfaces

Taubin, G.;

Computer Graphics and Applications, IEEE , Volume: 14 , Issue: 2 , March 19

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8 Parameterized families of polynomials for bounded algebraic curve surface fitting

Taubin, G.; Cukierman, F.; Sullivan, S.; Ponce, J.; Kriegman, D.J.;

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[\[Abstract\]](#) [\[PDF Full-Text \(2144KB\)\]](#) IEEE JNL

9 Estimation of planar curves, surfaces, and nonplanar space curves defined by implicit equations with applications to edge and range image segmentation

Taubin, G.;

Pattern Analysis and Machine Intelligence, IEEE Transactions on , Volume: 13 , Issue: 11 , Nov. 1991

Pages:1115 - 1138

[\[Abstract\]](#) [\[PDF Full-Text \(2212KB\)\]](#) IEEE JNL

10 New results in signal processing and compression of polygon mesh

Taubin, G.;

Shape Modeling International, 2003 , 12-15 May 2003

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11 Image-based object editing

Rushmeier, H.; Gomes, J.; Balmelli, L.; Bernardini, F.; Taubin, G.;

3-D Digital Imaging and Modeling, 2003. 3DIM 2003. Proceedings. Fourth International Conference on , 6-10 Oct. 2003

Pages:20 - 27

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12 Volume warping for adaptive isosurface extraction

Balmelli, L.; Morris, C.J.; Taubin, G.; Bernardini, F.;
Visualization, 2002. VIS 2002. IEEE , 27 Oct.-1 Nov. 2002
Pages:467 - 474

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13 **BLIC: Bi-Level Isosurface Compression**

Taubin, G.;
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14 **Advances in mesh signal processing and geometry compression**

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3D Data Processing Visualization and Transmission, 2002. Proceedings. First International Symposium on , 19-21 June 2002
Pages:600

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15 **Dual mesh resampling**

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